What Is Claimed Is:

1. A game progress management device to which a prescribed number of terminal devices that receive operations from players are connected through communication circuits so as to be capable of mutual communication of operation signals necessary for proceeding with a game and whereby the progress of a network game that is conducted in a common game space is managed and the network game is continued in simulated fashion if a fault occurs in the communication circuits, said game progress management device comprising:

abnormality monitoring means that detects a disconnected circuit in which failure of communication has occurred from the communication circuits of the prescribed number of terminal devices during progress of the game in the common game space;

simulated signal generating means that generates a simulated operation signal that simulates the operation signal of each terminal device connected through said disconnected circuit; and

simulated signal providing means that provides said simulated operation signal to the other terminal devices, respectively.

2.   The game progress management device according to claim 1, further comprising circuit disconnection means that disconnects the connection with the terminal device connected through said disconnected circuit.

3.   The game progress management device according to claim 1, wherein said abnormality monitoring means detects a communication circuit that continuously fails to communicate for a prescribed time as being a disconnected circuit.

4.   A game server device in an network game system which comprises: terminal devices that receive operations from players; game server devices to which a plurality of terminal devices are connected so as to be capable of communication through a private circuit; and a center server device to which a plurality of game server devices are connected so as to be capable of communication through communication circuits, and which conducts a network game played by a prescribed number of players in a common game space,

said game server device comprising a game progress management device to which a prescribed number of terminal devices that receive operations from players are connected through communication circuits so as to be capable of mutual communication of operation signals necessary for proceeding

with a game and whereby the progress of a network game that is conducted in a common game space is managed and the network game is continued in simulated fashion if a fault occurs in the communication circuits, said game progress management device including:

abnormality monitoring means that detects a disconnected circuit in which failure of communication has occurred from the communication circuits of the prescribed number of terminal devices during progress of the game in the common game space;

simulated signal generating means that generates a simulated operation signal that simulates the operation signal of each terminal device connected through said disconnected circuit; and

simulated signal providing means that provides said simulated operation signal to the other terminal devices, respectively,

wherein said simulated signal generating means generates a simulated operation signal corresponding to a terminal device connected through said disconnected circuit and another game server device, and said simulated signal providing means transmits the simulated operation signal that is thus generated to a terminal device through a private circuit.

5. The game server device according to claim 4, further comprising:

state of progress storage means that stores information relating to the state of progress of the network game; and

state of progress updating means that updates information relating to the state of progress stored in said state of progress storage means, by exchanging signals with the terminal devices that are conducting a game in a common game space, with prescribed timing.

6. The game server device according to claim 4, wherein the network game is a game modeled on mahjong and said simulated signal generating means generates a simulated operation signal corresponding to virtual "tsumokiri" operation of picking up a tile and immediately discarding the same.

7. The game server device according to claim 4, wherein the network game is a game modeled on mahjong and said simulated signal generating means generates an operation signal when a terminal device accepts virtual operations by a CPU player as the simulated operation signal.

8. The game server device according to claim 4, wherein the network game is a game modeled on mahjong in which there are a plurality of game stages and said simulated signal generating means generates a simulated operation signal corresponding to virtual "tsumokiri" operation if the time-point where said abnormality monitoring means detects a disconnected circuit falls in the period of a game, and generates an operation signal when a terminal device accepts virtual operations by a CPU player as the simulated operation signal if the time-point where said abnormality monitoring means detects a disconnected circuit is after the termination of a game.

9. The game server device according to claim 5, wherein the network game is a game modeled on mahjong and said simulated signal generating means generates a simulated operation signal corresponding to virtual "tsumokiri" operation of picking up a tile and immediately discarding the same.

10. The game server device according to claim 5, wherein the network game is a game modeled on mahjong and said simulated signal generating means generates an operation signal when a terminal device accepts virtual

operations by a CPU player as the simulated operation signal.

11.   The game server device according to claim 5, wherein the network game is a game modeled on mahjong in which there are a plurality of game stages and said simulated signal generating means generates a simulated operation signal corresponding to virtual "tsumokiri" operation if the time-point where said abnormality monitoring means detects a disconnected circuit falls in the period of a game, and generates an operation signal when a terminal device accepts virtual operations by a CPU player as the simulated operation signal if the time-point where said abnormality monitoring means detects a disconnected circuit is after the termination of a game.

12.   A terminal device in an network game system which comprises terminal devices that accept operations by players and a game server device to which a plurality of terminal devices are connected so as to be capable of communication through communication circuits, and which conducts a network game played by a prescribed number of players in a common game space,

said terminal device comprising a game progress management device to which a prescribed number of terminal

devices that receive operations from players are connected through communication circuits so as to be capable of mutual communication of operation signals necessary for proceeding with a game and whereby the progress of a network game that is conducted in a common game space is managed and the network game is continued in simulated fashion if a fault occurs in the communication circuits, said game progress management device including:

abnormality monitoring means that detects a disconnected circuit in which failure of communication has occurred from the communication circuits of the prescribed number of terminal devices during progress of the game in the common game space;

simulated signal generating means that generates a simulated operation signal that simulates the operation signal of each terminal device connected through said disconnected circuit; and

simulated signal providing means that provides said simulated operation signal to the other terminal devices, respectively.

13. A method of game progress management employing a game progress management device to which a prescribed number of terminal devices that accept operations from players are connected so as to be capable of mutual communication of the

operation signals necessary for the progress of the game
through communication circuits and which manages the
progress of a network game conducted in a common game space
and continues the network game in simulated fashion if a
fault is generated in said communication circuits,

wherein said game progress management device is made to
execute:

abnormality monitoring processing of detecting a
disconnected circuit in which inability to communicate has
occurred from the communication circuits between said
prescribed number of terminal devices during progress of the
game in a common game space;

simulated signal generating processing of generating a
simulated operation signal that simulates an operation
signal of each terminal device connected through said
disconnected circuit; and

simulated signal provision processing of providing the
simulated operation signal that was thus generated to the
other terminal devices.

14. A game progress management program for a game
progress management device to which a prescribed number of
terminal devices that accept operations from players are
connected so as to be capable of mutual communication of the
operation signals necessary for the progress of the game

through communication circuits and which manages the progress of a network game conducted in a common game space and continues the network game in simulated fashion if a fault is generated in said communication circuits,

said game progress management program being for making said game progress management device function as:

abnormality monitoring means for detecting a disconnected circuit in which inability to communicate has occurred from the communication circuits between said prescribed number of terminal devices during progress of the game in a common game space;

simulated signal generating means for generating a simulated operation signal that simulates an operation signal of each terminal device connected through said disconnected circuit; and

simulated signal providing means for providing the simulated operation signal that was thus generated respectively to the other terminal devices.